

PATENT ABSTRACTS OF JAPAN

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(54) LIGHT BEAM GUN SHOOTING GAME DEVICE

(57)Abstract:

PURPOSE: To accurately decide a winning/losing state, to remove a flicker to occur on a display screen, and to make a player concentrate on a game by measuring the direction of a barrel by a potentiometer at shooting time, calculating the address of a screen RAM corresponding to a gunshot point on the screen, comparing the calculated address with the address of a target, and judging the winning/losing state.

CONSTITUTION: The subject device is composed so that a movable base 14 can rotate around the center shaft of a light beam gun 4, and a potentiometer 18 for measuring the azimuth of the light beam gun 4 can rotate through a first gear 16 when the azimuth of the light beam gun 4 changes and so that a potentiometer

19 for measuring the elevation of the light beam gun 4 can rotate through a second gear 17 to rotate together with an arm 8 when the elevation of the light beam gun 4 changes. The direction of the light beam gun 42 is to be grasped by the outputs of the potentiometer 18 for measuring the azimuth and the potentiometer 19 for measuring the elevation. Further, when the player takes aim at the target and pulls a trigger 4b of the light beam gun 4, an oscillating shaft connected to a plunger 13 touches a chassis, an impact occurs in the light beam gun 4, and the actual feeling of the shooting is given to the player.

